CLAIMS

WHAT IS CLAIMED IS:

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1. A system and method of communicating emotive content comprising emotive vectors with associated text embedded in electronic device communications.

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2. A method as in claim 1 further comprising the encoding of emotive content into standard computing device communication formats.

3. A method as in claim 1 further comprising the encoding of the emotive content into textual communications.

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4. A method as in claim 1 further comprising the decoding of emotive content in electronic communications bearing emotive vectors normalized to the communication's author.

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5. A method as in claim 4 further comprising parsing the emotive content into tokens for presentation and display of face glyph emotive representations with associated textual content on receiver computing device displays.

6. A method as in claim 5 further comprising the tokenizing of the parts of
25 speech of associated text and with the tokenized emotive content synthesizing author's intended meaning text strings.

7. A method as in claim 4 further comprising the mapping of emotive intensity
30 numerical value into one or more word text describing the emotive intensity value in express language which would qualify an associated emotive state with the intensity value.

8. A method as in claim 1 further comprising the scanning and tokenizing of the embedded emotive content in the communications.

9. A method as in claim 1 further comprising parsing communications containing the emotive content using emotive grammar productions to tokenize the emotive content in textual communications.

10. A method of encoding emotive vectors normalized to the author with associated text in electronic communications.

11. The method in claim 10 further comprising structuring and synthesizing emotive parsers with productions exploiting emotive vectors encoded in textual datastreams.

12. The method in claim 10 further comprising an emotive parser to tokenize emotive vectors into emotive components and emotive components to a set of face glyphs.

13. The method in claim 12 further comprising a natural language parser to extract and tokenize emotive vector associated text into the parts of speech components.

14. The method in claim 13 further comprising concatenating communication tokenized emotive components with grammatical string fragments and strings selected from the associated text into grammatical strings conveying an intended meaning of the communication.

15. The method in claim 14 further comprising said face glyph set based on graphic rendering of reasonably representative emotive states and associated emotive intensities.

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16. A computer program residing on a computer-readable media, said
computer program communicating emotive content comprising emotive
vectors with associated text embedded in electronic device

5   communications.

17. A computer network comprising:

10   a plurality of computing devices connected by a network;

            said computing devices which display graphical and textual output;

            applications executing on the devices embedding emotive vectors which are
15   representations of emotive states with associated author normalized
                emotive intensity;

            assembling emotive content by associating emotive vectors with associated
                text in electronic communication;
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            encoding emotive content by preserving association of emotive vectors
                with associated text in the electronic communication;

            transmitting the communication with emotive content to one or more
25   receiver computing devices;

            parsing communication bearing emotive content; and

            mapping emotive vectors to face glyph representations from a set of face
30   glyphs;

        Such that communications encoded with emotive content facilitate
        exchange of precise emotive intelligence.

5   displaying communication of textual with associated face glyph
               emotive representations on said computing device displays;

           whereby senders can transmit to receivers precise emotive content in
           communications.
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18. A computer program residing on a computer-readable media, said
    computer program communicating over a computer network comprising:
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           a plurality of computing devices connected by a network;

           said computing devices which display graphical and textual output;

20   computer-readable means for applications executing on the devices
               embedding emotive vectors which are representations of emotive states
               with associated author normalized emotive intensity;

           computer-readable means for assembling emotive content by associating
25   emotive vectors with associated text in electronic communication;

           computer-readable means for encoding emotive content by preserving
               association of emotive vectors with associated text in the electronic
               communication;
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           computer-readable means for transmitting the communication with
               emotive content to one or more receiver computing devices;

computer-readable means for parsing communication bearing emotive content; and

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computer-readable means for mapping emotive vectors to face glyph representations from a set of face glyphs; and

computer-readable means for displaying communication of textual with associated face glyph emotive representations on said computing device displays;

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whereby communications encoded with emotive content provide means of exchange of precise emotive intelligence.